Amendment to the Specification

Please replace the paragraph starting on page 2, line 2, with the following corrected paragraph:

This ~~invention relates to~~ application claims the benefit of U.S. Provisional Application No. 60/449,008, filed on February 24, 2003.

Please replace the paragraph starting on page 4, line 15, with the following corrected paragraph:

Figure 1 is a diagram representing a finite-state machine augmented with state value ~~lists.~~ lists:

Figure 2 is a diagram representing creation of an augmented finite-state machine for a multi-counter; and

Figure 3 is a diagram representing use of the augmented finite-state machine for a multi-computer for evaluation of a text.

Please insert the following paragraph after the table on page 7, starting at line 6:

The resulting augmented finite-state machine is shown in Fig. 1. This augmented finite-state machine corresponds to a multi-counter that contains two counters, a counter 1 and a counter 2. Counter 1 contains pattern "red" with value 1.0 and pattern "blue" with value 2.0. Counter 2 contains pattern "blue" with value 3.0 and pattern "blues" with value "4.0." The abbreviation "n-a" represents any non-alphanumeric character.

Please replace the paragraph starting on page 7, line 22, with the following corrected paragraph:

Constructing an Augmented Finite-State Machine (Fig. 2)

One method to construct an augmented finite-state machine that corresponds to a multi-counter (step 200) is to begin with an empty augmented finite-state machine (step 202) and accumulate each finite-

state machine that corresponds to pattern-amount pairs into the augmented finite-state machine (step 206). The initial empty augmented finite-state machine has only a start state, with no transitions and no value list. Use standard computer science methods to create a finite-state machine for each pattern (step 204), placing the associated amount as the value for "halt" or "success" states.

Please replace the paragraph starting on page 8, line 5, with the following corrected paragraph:

To add to an augmented finite-state machine x a pattern-amount finite-state machine (step 206), use the following recursive algorithm, with initial call merge(start state x, start state y). States of the merged machine correspond to pairs of states that can be reached by starting each machine x and y in the start state and applying the machines to a text in unison, with each machine advancing through each text character simultaneously. Also, some states of the merged machine may correspond to one machine having halted while the other continues to advance through text. This situation is denoted by using "halt" in place of a state in the following algorithm. The algorithm maintains a list of merged machine states. The list is initially empty. The list is indexed by the pair of machine x and y states corresponding to each merged machine sates. When the algorithm completes, the list contains all states of the augmented finite-state machine that merges machine x with machine y.

Please replace the paragraph starting on page 10, line 15, with the following corrected paragraph:

Using an Augmented Finite-State Machine (Fig. 3)

The following algorithm can be used for multi-counter evaluation of a text (step 300) to obtain counter scores for text (step 320). Use an augmented finite-state machine x that corresponds to the multi-counter, and call

evaluate(start state x, text location y), with text location y a start location in text.

Please replace the paragraph starting on page 10, line 20, with the following corrected paragraph:

1) Set state to state x. Set location to location y. Set each counter score to 0.0. Mark each value list "unused." (step 302)

Please replace the paragraph starting on page 10, line 22, with the following corrected paragraph:

2) If state has an unused value list (step 308), then add values to counters as specified by the value list, and mark the list "used." (step 310)

Please replace the paragraph starting on page 11, line 1, with the following corrected paragraph:

3) If the location is beyond the end of the text (step 312), then return counter scores and halt (step 320).

Please replace the paragraph starting on page 11, line 2, with the following corrected paragraph:

4) If the character at the location in text is not in a transition from the state (step 314), then return counter scores and halt (step 320).

Please replace the paragraph starting on page 11, line 4, with the following corrected paragraph:

5) Set state to the destination of the transition from the present state with the character at the location and advance location (step 316). Go to step 2.